



creator

Harry Potter™

Instruction Manual



Contents

Thank you for buying LEGO® Creator: Harry Potter™ just one of the great new software titles from LEGO.

At LEGO, we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials, our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

By paying the greatest attention to consumer product testing we can pride ourselves on making sure our software is 100% kids compatible and deserving of the quality seal 'Kids Tested. Kids Approved.'

We are confident that this title will bring you hours of enjoyment. If you experience any difficulties at all with this product please do not hesitate to contact our customer services, who will be pleased to help you.

LEGO Software is all about fun, so if you love this title just take a look through the enclosed Demo CD-ROM to get a taster of the other thrilling titles in our range.

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Installing LEGO® Creator: Harry Potter™

Minimum System Requirements

CPU	PC Pentium PII 266 MHz
OS	Windows® 98/2000/ME
Memory	64 MB RAM
Video	8MB Hardware Accelerated Direct 3D compatible video card
Sound card	100% Windows® 98/2000/ME DirectSound compatible sound card required
CD-ROM	4-speed or faster CD-ROM or DVD drive required
Input Device	100% Windows® 98/2000/ME compatible two-button mouse and keyboard required
DirectX	LEGO® Creator: Harry Potter™ requires at least DirectX 8 to be installed, which is included on this CD-ROM
Hard Disk	500 MB of free uncompressed* Hard Disk space required

Note: Your system may require the "latest" Windows® 98, 2000, or ME drivers for your particular hardware. The CD-ROM must be present in the CD-ROM/DVD drive for the product to run.

* Uncompressed means that the hard drive has not been subjected to any form of file compression such as DriveSpace, which allows the hard drive space to be increased.

Installing LEGO® Creator: Harry Potter™

You may want to ask for help with this.

Insert the CD-ROM into your PC. After a few moments the Autorun screen should appear automatically. If nothing happens after a few minutes, click on **My Computer** on your desktop, and then the CD folder labelled "LCHP...." (CD drive D:\ or E:\ on most computers). Double-click on 'Setup.exe'.

Click on **Install** to install the title. Please follow the on-screen instructions carefully.

Installing LEGO® Creator: Harry Potter™

If you wish to read the Readme file, choose **View Readme**.

Note for Windows® 2000 users

If you are using the Windows® 2000 operating system and the program doesn't run after installation please ensure the desktop resolution is set as 800 x 600 with a 16 bit colour depth.

You may need to reboot your PC after installing the product before running it on any operating system. If the program doesn't run, try rebooting first. You may also wish to ensure your graphics card is using its latest drivers.

Uninstalling LEGO® Creator: Harry Potter™

You may want to ask for help with this.

To uninstall the title, from the Start button menu, choose Start > Programs > LEGO Media > LEGO Creator Harry Potter > Uninstall LEGO Creator Harry Potter.

All program files related to LEGO® Creator: Harry Potter™ will be removed from your system. Don't worry though! All your saved Worlds and models will remain in case you want to install the program again and play another day. If you want to remove all of these as well, uninstall the program as described above and then delete the folder where you installed the title. Unless you chose a different name during installation, the folder will be:

C:\Program Files\LEGO Media\LEGO Creator Harry Potter

Welcome to LEGO® Creator: Harry Potter™

Welcome to LEGO® Creator: Harry Potter™. LEGO Creator provides you with an almost bottomless bucket of LEGO bricks on your PC, with which to build and play. The only limit is your imagination!

LEGO Creator: Harry Potter lets you re-create the magic and wonder of Harry Potter's secret world on your PC. Build and play in Diagon Alley™, construct tracks to carry you on the Hogwarts™ Express to the school, add towers and features to the castle and visit Rubeus Hagrid™ in his hut. Then play inside the enchanted school walls, creating your very own unique Harry Potter adventure. Let the magic begin!

The World of Harry Potter™

Pupils at Hogwarts School of Witchcraft and Wizardry



Harry Potter™



Ron Weasley™



Hermione Granger™



Draco Malfoy™

Staff at Hogwarts School of Witchcraft and Wizardry



Albus Dumbledore™



Rubeus Hagrid™



Severus Snape™



Professor Quirrell

Welcome to LEGO® Creator: Harry Potter™

Animals



Hedwig™



Norbert



Fluffy



Scabbers™

Locations



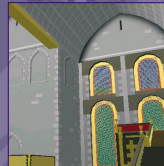
Diagon Alley



Platform Nine and Three-Quarters



Hogwarts Grounds



Inside Hogwarts

Starting LEGO® Creator: Harry Potter™

There are three different ways to run LEGO® Creator: Harry Potter™:

- When you put the CD-ROM into your computer, the Autorun screen should appear. Click **Play** to begin playing.
- Choose Start > Programs > LEGO Media > LEGO Creator Harry Potter
- Double-click the LEGO Creator: Harry Potter icon on the desktop

You will first see an animation that sets the scene for this title. If you would like to skip it, press the Space bar or the Esc key.

Remember, the CD-ROM must be present in your CD or DVD drive to run the title.

Adding or Choosing a Player

After the animation, you will be taken to the **Login Screen**. The first time you play you must set up a profile. Click on one of the panels that says **New Player** – a box will appear for you to type in your name. Then click on the ✓ symbol or press the Enter key to start playing.



When you return to the **Login Screen**, just click on your name to pick up where you left off playing last time.

To let someone else play, just click on a panel that says **New Player** and type in their name. You can have up to five different names at once, but they must all be different. You can't use the same name twice unless you use capital letters to tell them apart. For example, 'Hermione' and 'hermione' would be allowed, but 'Harry' and 'Harry' would not.

Starting LEGO® Creator: Harry Potter™

Deleting a Player



To delete a player, click the picture of the Eraser that appears next to their name. You will then be asked if you really want to delete the player; if you're sure, click on the ✓ symbol.

Be careful, though – if you delete a player, all of their settings, and the Worlds, models, mini figures and snapshots that they have saved will be lost forever!

Options



If you click the picture of a Tool that appears next to your name, you can adjust the settings that decide how the title will look. Once set, it remembers the settings you've chosen and uses the same ones the next time you play. After you have adjusted your settings, click on the ✓ symbol to save them and return to the **Login Screen**.



You can also open the **Options Menu** from the World, Workshop and Mini Figure Builder by pressing the F12 key on your keyboard.

You might want to ask for help on this bit! There are four settings that can be changed:

Detail Level



If you select the third brick along, LEGO® Creator: Harry Potter™ will use the very best graphics – bricks will look more like real LEGO but the program may run slower, depending on the power of your computer. If it runs too slowly, select one of the less detailed bricks to the left. If you select the green brick furthest to the right, the one with a computer next to it, the best graphics for your computer will automatically be chosen.

Starting LEGO® Creator: Harry Potter™

Hardware Acceleration



When you first install the software, the computer will automatically assess whether it should use hardware acceleration or software rendering. These buttons allow you to change the setting manually. Hardware acceleration will provide you with better graphics, but if you don't have a 3D graphics card, or if you experience graphics problems, click the picture of the computer to use software rendering.

Intelligent Help



When you start, the Helper Wizard will automatically give you help and advice. If you find you don't need his help, you can turn him off by clicking the picture with the X symbol.

Music



When you want to play quietly, this option lets you turn the music off in all of the Worlds. This feature does not turn off the music that plays when you start or when you leave the title.

Leaving LEGO® Creator: Harry Potter™

Just click the word **Quit** on the **Login Screen**, and then click on the ✓ symbol to leave.

Finding Your Way Around LEGO® Creator: Harry Potter™

LEGO® Creator: Harry Potter™ consists of three sections: the World, the Workshop and the Mini Figure Builder.

The World

The World is the focus of LEGO® Creator: Harry Potter™. It's where you can build with models from the Model Book, or add mini figures and animals and watch them interact with each other. You can see how your World looks through the eyes of a mini figure, change the time of day and the weather, and even take a picture to send to your friends!

The Workshop

The Workshop is where you can build your own models from individual LEGO® bricks. Then you can bring them into your World. So if you're building a new tower for Hogwarts and the Model Book doesn't quite have what you're looking for – this is where to go to build one yourself!

The Mini Figure Builder

Making LEGO® models is one thing, but the Mini Figure Builder will let you make as many pupils for Hogwarts as you like. You can give them all different faces, clothes, things to hold and much more. You can even sort them into a school House! Then when you bring them into your World they'll join in with all the other mini figures.

The Helper Wizard



If you get stuck anywhere, click on the Helper Wizard and then click on whatever it is that you would like to know about. He'll tell you all he knows!

The World



The World is made up of four different environments – King's Cross station, Diagon Alley, the Hogwarts grounds, and inside Hogwarts castle. They are linked by special 'portals', gateways that lead from one area to another. There are two in each region – they're surrounded by a blue glow, so they're easy to find. They remain fixed in the World, so you can't lose them. Click on the Action book, the one with a picture of a magic wand on it, and then try clicking on the portals and see where they take you!

In some areas, you'll find a few special models in the Model Book that also sparkle and glow when you bring them into the World. Try clicking on these too (again, with the Action book selected).

When you start for the first time you will begin your adventure in Diagon Alley. The next time you play LEGO® Creator: Harry Potter™, you will be returned to the area in which you last played. You can then choose to carry on where you left off, or choose a new area from the **Open World Screen** (see page 25).

The World

Moving Around the World

Moving Forwards, Backwards and Sideways

- To move forward in the World, move your pointer to the top edge of your screen.
- To move backwards, move your pointer to the bottom edge of your screen.
- To move to the left, move your pointer to the left edge of your screen.
- To move to the right, move your pointer to the right edge of your screen.

You can also move diagonally by pushing the mouse into the corners of the screen. The mouse pointer changes to a LEGO® hand when you move it into the right position. You can't move around in this way in the Workshop, nor in the Mini Figure Builder.

Moving Around in a Circle and Looking From Above



Click on the middle of the Trackball with your left mouse button. Hold your finger on the mouse button and drag the middle of the ball around. See how your view of the World changes as you drag?



You can move in a big circle or you can look down on the World from above. See how the ball rolls around when you click and drag it? If you drag the ball down to ground level, the viewpoint will start to move up into the air – this allows you to see things above you.

When you use the ball in tight spaces the viewpoint will move to give you the best view it can. In the more confined parts of the World it will also move outside the walls to let you see as much as possible.

The World

Zooming In and Out



You can move closer to things in your World by clicking the Zoom In button. To move closer more quickly, hold down the left mouse button.



You can move further away too. Just click on the Zoom Out button. To move away quicker, hold down the left mouse button.

Centering Your Viewpoint on a Model



If you'd like to look at a particular model close up, click on the Target button, then on the LEGO® model you wish to see in the centre of your view. This button is only available in the World, and not in the Workshop nor the Mini Figure Builder.

The Model Book



The Model Book contains lots of ready-made LEGO® models, mini figures and special magical models that you can add to your World. Click on the Red Book at the top of the screen to open it – all the models will appear on the left side of the screen. Click the Red Book again to close it – that way, you will be able to see more of your World.

The Model Book has seven sections to make it easier to find things. The sections are shown on the Bookmark on the far left of the screen. Click one of these symbols to show the models in that category.

Mini Figures and Animals

Structures

Furniture

Scenery

Magical

My Mini Figures

My Models



Models

Move Through Models

Some of the models in the Model Book will only appear in the areas where they appear in the Harry Potter books. The Platform Nine and Three-Quarters model, for example, will only be available in King's Cross station.



To see all of the models in your chosen category of the Model Book, click on the green arrows at the top and bottom of the page.

Bringing a Model into Your World

Click on your chosen model with the left mouse button and hold the button down. Drag the mouse pointer into the World without letting go of the mouse button – after a moment you'll see an outline of the model following your mouse. Make sure that you can see the line before you take your finger off the mouse button. Let go of the mouse button when the model is in place.

That's it: the model is now in your World!

If the white outline disappears at the point where you are trying to place the model, it may be that there's just not enough space there. Try moving the pointer somewhere where there's more room. Once your model is in the World it's much easier to change its position.

Moving and Changing Models



Some of the big books at the top of the screen allow you to change and move the models in your World. Click on a book to select it. When a book has been selected, it will tilt forward, and your mouse pointer will change to match the symbol on the book when you move it over an object that it can affect. There is always one book selected at all times. To start with, the Move Models book is automatically selected.

Moving Models



First, click on the Move Model book. Then click on the model you would like to move with your left mouse button and hold the button down. Drag the mouse pointer without letting go of the mouse button. When the model is positioned just where you want it, let go of the mouse button.

If the outline disappears in some places it means there's no space there to put the model. Try moving the mouse pointer to an area where there's more space. You can always adjust the position once the model is placed.

If something is in the way, you can keep dragging the mouse until it reaches clear space again – the model will now pop straight through to the other side!



You will also need to move models up and down so that you can put one model on top of another one. To do this, click on the Move Model book. Then, press and hold the Ctrl key on your keyboard. Click on the model you would like to move with the left mouse button, and hold the button down. Now move your mouse forwards and backwards. When models are up in the air, they will cast a shadow directly below them, which will help you line them up with other models in your World. When the model is in place, let go of the Ctrl key. Many models will magically snap together when you line them up and drop one on to the other. They connect just like real LEGO® models!

Turning Models



To turn your models around, choose the Turn Model book and then click the model you would like to turn. Every time you click on the model with the left mouse button, it will make a quarter turn. Keep clicking the model until it's facing the way you want it to. If there's another object in the way of the model you're turning, the model will keep rotating until it finds a clear space.

Painting Models



You can make your World look much more interesting by painting the models. Click the Paint Model book and a paint palette will appear on the right-hand side of the screen. Your mouse pointer will also change to look like a paintbrush when you can paint things.



Click on the colour that you would like to paint with (it'll be marked on the palette by a little paintbrush). Then, click on a brick in your chosen model – that brick, as well as any other bricks of the same colour in the model, will be repainted with the new colour. For example, if you paint a blue brick red, all of the other blue bricks in the model will change to red too. However, you can't paint Harry or any of his friends!

Deleting Models



To remove a model from your World, click the Delete Model book, and then click on your chosen model. The model will disappear. Models that can be deleted are shown by a red outline when you move the mouse over them.

After you have deleted the model, be very careful – if you don't choose another book from the shelf, you will keep deleting any models that you click on! Always remember – if your mouse pointer looks like a dustbin when you move it over an object, the object will be removed from your World if you click the left mouse button. Don't worry though – you can always bring your model back from the Model Book if you need to.

Making Things Happen!

All sorts of things in your World can move, fly, and cast spells. Here are three ways to get things moving!

The Action Book



Some of the models in the World will do amazing things when you click on them. You can make doors magically open and close, cast spells or make the famous LEGO Destructa bricks explode!

Click the book on the bookshelf with a picture of a magic wand on it, then click on a model.

Not all models have actions. To help you find the ones that do, the mouse pointer will only change to the Action symbol when you move it over a model that you can animate.

The Action book also allows you to move through portals between each area! Just click on a glowing portal to pass into another part of the World.

When the Action book is selected, the Spell Book panel will also appear on the right-hand side of the screen. To learn about Spells, please turn to page 23.

The Play Button



You can make mini figures and animals move around in your World. Click the Train Signal (the light will turn from red to green) to bring your World to life. If you've built the Hogwarts Express, use the Train Signal to make it steam across the countryside!

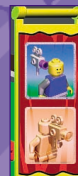
It's much more difficult to build when everything is moving. To stop mini figures and models moving around, click the Train Signal again (the light will turn back to red).

Controlling Mini Figures



In LEGO® Creator: Harry Potter™, you can move the viewpoint to follow a mini figure around the World. Or even better, you can view the World through their eyes. In these modes, you can even control the mini figure. The View Model book also allows you to control the boats on the lake in the Hogwarts grounds, and even lets you drive the Hogwarts Express!

First, click on the View Model book, then click on a mini figure. The table and bookshelf at the top and bottom of the screen will vanish and two new buttons will appear on the right-hand side of the screen.



Click the bottom button to see how your World looks through the eyes of your chosen character. Click the top button to view the World from just behind the same character.

Use the Arrow keys on your keyboard, or a joystick if you have one, to move the character around. If the mini figure is walking press the Shift key, or the 5 key on the number pad, to make them jump. If you are controlling a mini figure on a broomstick, you can also use the Plus (+) and Minus (–) keys on the keyboard or number pad to fly up and down.

If the mini figure that you're controlling is holding an object, you can use it by pressing the Space bar – for example, if a character is holding a wand, press the Space bar to make them cast a spell. If you press the End key, a target will appear on your screen to help you aim your spells. Press the End key again to remove it.

If you are using a joystick, just press its Fire button to switch from keyboard control. To switch between the two views, use the Home key on the keyboard, or the buttons on the screen.



Click on the picture in the top right-hand corner of the screen to continue building in the World.

The World

Spells



When you have the Action book selected, a Spell Book panel will appear on the screen. Spells work in different ways; some can be cast on other mini figures, others make colourful effects in the air, like fireworks.

When you first play LEGO® Creator: Harry Potter™ only a few spells are available to you. The Helper Wizard will reward you with new spells each time you complete one of the 11 Challenges. If you want the full range of spells you must complete all of the Challenges!

The Spell Book panel presents you with symbols for each of the spells available to you. Click on one of the symbols to choose a spell. The arrows on the panel allow you to move through all of your spells.

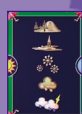
Once you have selected a spell, there are three ways to cast it.

- Click on the Wand at the bottom of the panel then click anywhere in the World. The spell will be cast on any models that are nearby.
- Click on any mini figures that are holding a wand. They will cast your chosen spell for you.
- Click on the View Model book, and then on any mini figure that holds a wand. Then, press the Space bar, and they will cast the last spell that you selected. If you press the End key, a target will appear on the screen to help you aim your spells. Press the End key again to remove the target.

Changing the Weather



LEGO® Creator: Harry Potter™ lets you explore your Worlds during the day or night, and in clear, foggy, snowy, rainy or stormy weather.



Click on the Umbrella to display the Weather panels. One panel shows five different weather conditions and the other the time of day. Click on the Sun to see your World in daylight, or the Moon to see night descend on your World. One panel will always appear in front of the other – to change between the two panels, click on their borders.

Click the Umbrella shut to remove the Weather Panels.

The World

The Workshop



Click on the Drawing Slate in the bottom left corner of your screen to go to the Workshop. For more information, please turn to page 28.

The Mini Figure Builder



Click on the Mini Figure in the bottom left corner of your screen to go to the Mini Figure Builder. For more information, please turn to page 36.

Taking Snapshots



Click on the Camera in the bottom left corner of your screen to take a picture of your World, which you can then print out, or set as the background picture (called Wallpaper) for your computer screen! Your Picture Album will then appear.



To print out any of the pictures stored in the Album, first choose one of the snapshots, then click on the Printer button at the bottom of the screen.

The World



To set one of the pictures as the background picture on your computer desktop, choose a snapshot, then click on the Computer button.



If you don't want a picture anymore you can remove it from the Album by first clicking on it, and then clicking on the Eraser button.

Click on the ✓ symbol to return to the World.

Challenges



Click on the Gold Cup to go to the **Challenges Screen**. For more information, please turn to page 40.

The Hogwarts Express

The King's Cross station section of LEGO® Creator: Harry Potter™ allows you to make an amazing virtual train set for the Hogwarts Express! The Model Book contains railway track pieces which, when dragged into your World, will snap into place. You can rotate them like other models. Try to connect the station to the tunnel that leads to Hogwarts! The Hogwarts Express will stop at stations that you bring in from the Model Book.

Some track pieces have railway points on them. Click on the tracks (while the Action book is selected) to choose which part of the track the Hogwarts Express will use.

If any of the characters in LEGO Creator: Harry Potter wander on to the train tracks when the train is coming, they'll fall down, and then magically get up again. Walking on train tracks in real life is very dangerous for those of us without magical powers, though.

The World

Changing, Loading and Saving Worlds

If you want to move to another area, the most fun way to travel there is through the magic portals (see page 14). Sometimes you may be in hurry and want to go to a different section much quicker. To do this you can open the World Chest and select a new area directly – just click on the one that you'd like to go to. Or you may want to load a different version of a World that you saved earlier.

Loading a World



To load a World click the picture of a chest with an arrow pointing towards you. The following screen will appear:



All of the Worlds that you have saved will be displayed on the left side of the screen. Select the one you would like to load – the four main pictures will change so that you can see how each area looked when you saved this particular World. Click on the green ✓ symbol to load the World. If you decide not to load a new World, click on the X symbol to return to the World you left.



If you want to delete a World, just select it from the list on the left, and click on the Eraser symbol in the top right hand corner of the screen.

The World



If you decide that you would rather play in a new, empty World, click the New World button at the top of the screen, just above the picture of Diagon Alley.

Saving a World



If you're playing in the World, you can save it at any time by clicking on the picture of a chest with an arrow pointing into it. The Helper Wizard will tell you that the World has been saved. Worlds that you have saved will appear on the left side of the **Open World Screen**. When you save a World, all of the environments within that World will be saved, not just the one in which you're currently playing.

Remember that each time you save a World, you will overwrite the last version of that World that you'd already saved.

Changing Players or Leaving LEGO® Creator: Harry Potter™



From the World, click the button in the top right corner of the screen. This returns you to the **Login Screen**, where you can select another player, or leave the game.

To leave the game, click on **Quit** followed by the ✓ symbol.

The World

Hints and Tips

Most models in LEGO® Creator: Harry Potter™ will do something fun if you click on them with the Action book selected. Mini figures with wands will cast spells, doors will open, Fluffy will bark and the Hogwarts Express will steam. You will find out very quickly that your World is a busy place! If you leave a mini figure alone for just a moment it will wander off and look for something to do. Watch what's happening to learn what each model can do. For example, if you've built a room for Gryffindor™ pupils and you suddenly find Malfoy has wandered into it, take a look in the **Structures** section of the Model Book, where you'll find archways that magically stop anyone but Gryffindor pupils walking through them. If you use that as the doorway to the room you'll keep Malfoy away!

There's Hagrid's animal trap too. Of course Hagrid never harms any animals but if you find Hogwarts is over-run with rats or spiders, putting the trap into a room might just catch a few for you. The animal trap would be too small to catch the Devil's Snare though. It's best to stay away from that or you may find it trying to bite your mini figure! Fluffy won't bite you, but he will guard the trapdoor in the Third Floor Corridor quite fiercely. Just click on him to hear him bark! You can also bring owl-posts into the World; if you bring owls in too, they'll happily fly between the posts.

Of course when it all gets too busy, there are still the special LEGO Destructa bricks – magical bricks that will deconstruct anything nearby. You'll need to experiment with these. Some explode when you click on them, some when something walks nearby and others include timers!

These are only a few examples of the different things models can do. Mini figures will react to each other as they go about their business; some will greet each other happily, others may blow raspberries! It depends, of course, on which House they belong to, but they'll always be nice to the teachers.

The Workshop



Click on the Blackboard in the World to enter the Workshop. The Workshop allows you to build your own LEGO® models from individual LEGO bricks. Anything you build and save will be placed in the **My Models** section of the Model Book for you to bring into your World.



The Workshop works in a similar way to the World, but here is some extra information to help you become a Workshop expert!

Moving Around the Workshop



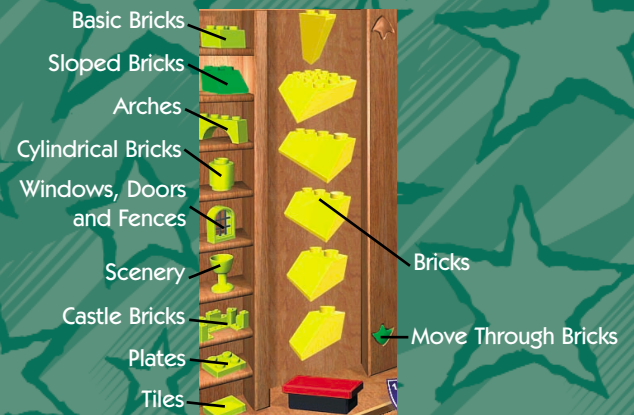
Moving around in the Workshop works in the same way as in the World, but you can only zoom in and out (to do this, click on the star-shaped buttons to the left of the ball) and turn your view (click and drag the ball with arrows on it). The camera always points at what you're building so there is no Target button in the Workshop.

The Workshop

Getting Bricks

You can't build models without bricks! Bricks can be found in the Brick Cupboard, on the left side of the screen. Click on a brick and drag it across on to the mat, just like the models in the World. The brick will not appear until it's over the mat.

The bricks are grouped into 9 categories.



As you click each of these buttons the bricks in the main section of the Cupboard will change. Use the arrows at the top and bottom of the Cupboard to cycle through the bricks in each category.

The Workshop Tools



These buttons let you manipulate bricks to make amazing LEGO® models on your computer. With the exception of the Undo button, one button is active at all times – the button that is currently active is circled.

Moving Bricks



You can move bricks in the Workshop in the same way as you move models in the World. Just click on the Move Brick button, move your mouse pointer over a brick, click and hold the left mouse button, then drag the brick. Let go of the button when the brick is in the right place. In the Workshop, you're building on a LEGO® mat, so bricks will move from stud to stud.



To move bricks up and down, press and hold the Ctrl key. Move your mouse pointer over the brick that you want to raise or lower, press and hold the left mouse button, then push the mouse forwards or backwards. When bricks are up in the air, they will cast a shadow directly below them, which will help you line them up with other bricks. When the brick is in place, let go of the Ctrl key. You can build and move bricks up to the height of twenty standard LEGO bricks.



You can also slide bricks over the top of other bricks. Click on the brick you want to slide over the top of another brick. Press the Shift key on your keyboard and hold it down. Drag the brick straight into another brick. Your brick lifts up and over the other brick, and down on to the other side. Let go of the Shift key when you want to place the brick.

If you need more space when you're building, you can move bricks off the edges of the mat, but when you save the model, only bricks that are on the mat will be saved.

Turning Bricks



Click on the Turn Brick button, then click on the brick you want to turn. Each time you click, the brick will make a quarter turn. If there is no space for it to rotate, it will move to the next position that it can fit into.

Keep clicking on the brick until you've turned it around as much as you want to. If the brick is right against the edge of the mat it might not have space to turn.

Painting Bricks



Painting bricks in the Workshop works in much the same way as painting models in the World. The only difference is that you can paint models brick by brick in the Workshop. When you click on the Paint Brick button, a paint palette will appear on the right-hand side of the screen. Click on a colour (it'll be marked by a little paintbrush), then on your chosen brick. You also can paint bricks in a selection of transparent colours so you can see right through them!

Deleting Bricks



To remove a brick, click the Delete Brick button, followed by the brick that you want to remove. The brick will disappear.

It's possible to delete more than one brick depending on how the bricks are joined. Look at the red outline before you delete – everything within the outline will be deleted if you click the left mouse button.

After you have deleted the brick, be very careful – if you don't click on another button, you will keep deleting any bricks that you click on! Always remember – if your mouse pointer changes to look like a dustbin when you move it over a brick, any brick that you click on will be removed. Don't worry though – you can always click on the Undo button (see page 32).

Copying Bricks



You can make copies of bricks that are on the building mat using the Copy Brick button. Sometimes, it's quicker to do that than it is to get a brick from the Brick Cupboard.

Click the Copy Brick button and then click on the brick that you would like to copy. The copy appears above the original. If you keep clicking on the brick you'll keep making copies! When you copy bricks like this they will automatically snap together.

The Workshop

Undo



If you change your mind about something you've done in the Workshop, the Undo button lets you go back through the last few actions. For example if you remove a brick and then wish you hadn't, click this button and the brick will come back. You can undo the last ten things that you did.

Clearing the Building Mat



Click on the Blackboard Wiper to remove all the bricks from the building mat. Don't worry, this won't remove any models you've already saved, but make sure you've saved your model first if you want to keep it!

Generating Building Instructions



If you click on the Paper at the bottom of the screen, you can generate building instructions for your model. You can send them to your friends so that they can make your model too, or use them to recreate your model with real LEGO® bricks. Or you can use them to set challenges for your friends! The following screen will appear:



Click the single green arrows to move through the instructions one step at a time; click the double arrows to go to the first or last steps in the sequence.

The Workshop



Click the top picture of a Printer to print the current page.



Click on the bottom picture of a Printer to print all of the instructions.

Click the ✓ symbol to go back to the Workshop.

Loading and Saving Models

Loading Models



To load a model, click the chest with an arrow pointing towards you. The following screen will appear:



All the models that you can load will appear on the left. Select the one you want to load, and it will appear on the right. Click the green ✓ symbol to bring it into the Workshop.



If you wish to delete a model, click on the picture of that model, then on the Eraser symbol in the top right-hand corner of the screen.



If you decide you'd rather just prefer to return to a clean mat, click the picture of a Mat at the top of the screen.

The Workshop

Saving Models



Click the picture of a chest with an arrow pointing into it to save your model. The Helper Wizard will tell you it is saved. It's important that you save your models if you want to bring them into your World.



When you return to the World, the model will appear in the **My Models** section of the Model Book, ready for you to bring in.

Sharing Your Models with Others and Using the Internet



If you click on the Key on the **Load Model Screen**, four new buttons will appear that allow you to share the models you have made. Click the Key again to remove these buttons.

Export to Floppy Disk



To save a model onto a floppy disk, click on your chosen model in the list on the left side of the screen, then click on this button. That way you can share your models with your friends, or take them to another computer.

Import from Floppy Disk



Once you've saved a model on to a floppy disk you can load it back into LEGO® Creator: Harry Potter™ using the Import button. This button will bring up a panel showing you the models that have been saved on to the disk. Just pick one and click the green ✓ symbol to load it.

The Workshop

Send a Model to a Friend by E-mail



If you have an internet connection on your computer and can send e-mail, you can e-mail models that you have created to your friends. If you click on this button, LEGO® Creator: Harry Potter™ will open your e-mail program and automatically attach your model to an e-mail. Just enter the e-mail address of the person you'd like to send it to. Remember, though, that the recipient will also need to own LEGO Creator: Harry Potter to be able to view your model.

If you receive a model from a friend, just open the e-mail and double click on the icon. The model will automatically be saved into the right folder, and next time you go to the **Load Model Screen**, it'll be there for you to use. If your computer asks you if you want to open the file or save it to disk, choose to open it; you can save it elsewhere if you like, but you must still double click on the file for it to automatically put itself in the right folder ready for use.

Visit www.LEGO.com



The last button will, if you are able to, connect you to the Internet and take you to the official LEGO® web site (www.LEGO.com). You may want to ask an adult before you click on this button, because sometimes, connecting to the internet costs money.

Challenges



To go to the **Challenge Screen**, click on the Gold Cup. For more information, please turn to page 40.

Returning to the World



Clicking the button in the top right corner of the screen takes you back to the World.

The Mini Figure Builder

The Mini Figure Builder allows you to create your own mini figures to bring into your World.

Opening the Mini Figure Builder



Click the Mini Figure in the bottom left corner of the **World Screen** to go to the Mini Figure Builder.



On the left of the screen is a LEGO® mini figure, just waiting to become a pupil at Hogwarts School of Witchcraft and Wizardry! On the right of the screen is a cupboard full of LEGO pieces that can be added to the mini figure.

Changing Clothes, Faces, Hats and Hair

Click on the section of the mini figure that you would like to change. Lots of new parts will appear in the Cupboard on the right of the screen. Use the arrows at the top and bottom of the Cupboard to move through the bricks.

Unlike the World or the Workshop, there's no need to drag a brick on to the mini figure – you just need to click on a part, and it will appear in place on your mini figure. To change your mini figure's trousers, click on its legs. To change its top, click on its chest. To change its face, click on that, and to give it a hat or some hair, click just above its head.

The Mini Figure Builder

Adding Tools, Backpacks and Cloaks

Next, try clicking on either of the mini figure's hands. The Cupboard will change again to show you all the tools you can give your mini figure. There are all sorts here, from wands to hairbrushes. When you bring your mini figure into the World, choose the Action book, and then click on the mini figure – watch the mini figure use the items that you have given it.



You can also give your mini figure a cloak or a backpack. Click on the button to the right of the mini figure to turn it round. Then, click on the mini figure's back to display the cloaks and backpacks in the Cupboard.

Removing Items From Your Mini Figure

You may want to remove parts that you have added to your mini figure. The first icon in each selection of parts in the Cupboard will reset that particular section of the mini figure. It's particularly handy if you want to remove objects that the mini figure is holding, hats and hair, or backpacks and cloaks.



To create a new pupil, click on the picture of the mini figure in the bottom left corner of the screen.

Sorting Your Mini Figure into a School House

It's important that your mini figure belongs to one of the four school Houses at Hogwarts School of Witchcraft and Wizardry – Gryffindor, Slytherin™, Ravenclaw™ and Hufflepuff™. The mini figure's House will determine how they behave in the World. Watch what happens, for example, when a Gryffindor pupil meets a pupil from Slytherin!

Each House has slightly different school jumpers. If you would like to choose which House your mini figure belongs to, just dress them in the right jumper.

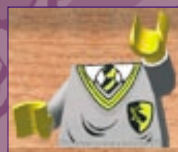
The Mini Figure Builder



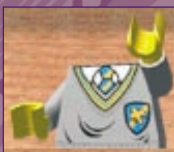
Gryffindor



Slytherin



Hufflepuff



Ravenclaw

Alternatively, you can sort your mini figure into a House. Just click on the wheel under the mini figure. Houses are important as they will affect the way your mini figure behaves in the World.

Loading and Saving Mini Figures

Loading Mini Figures



To open the **Load Mini Figures Screen**, click on the picture of a chest with an arrow pointing towards you. The left side of the screen shows the mini figures that you have saved. Click on the mini figure that you would like to load, then on the ✓ symbol.



The Mini Figure Builder



If you want to start again with a new character click the small Mini Figure button at the top of the screen.



If you wish to delete a mini figure, click on the picture of that mini figure, then on the Eraser symbol in the top right-hand corner of the screen.



You can also share your mini figures with your friends using floppy disks and e-mail. It works in exactly the same way as sharing models. Just click on the Key in the bottom left corner of the screen, and follow the instructions on page 34.

Saving Mini Figures



To save your mini figure, click on the picture of a chest with an arrow pointing into it. The Helper Wizard will tell you when the mini figure has been saved. You must make sure that you save the mini figure if you want to bring it into your World.



When you return to the World, your saved mini figures will appear in the **My Mini Figures** section of the Model Book.

Challenges



To go to the **Challenge Screen**, click on the Gold Cup. For more information, please turn to page 40.

Returning to the World



Clicking the button in the top right corner of the screen takes you back to the World.

Challenges

In LEGO® Creator: Harry Potter™ you can do anything you want – but everyone enjoys an extra challenge! Challenges are a great way to learn about all the things you can do, and have been specially written to help you become an expert.

Selecting a Challenge



Click the Gold Cup in the World (it's next to the Helper Wizard) and a selection of Challenges will appear. When you have completed a Challenge, a silver cup will appear next to it (gold ones for the advanced Challenges!).



Click the Challenge that you would like to try, and then click on the green ✓ symbol. To return to the previous screen, click on the red X symbol.

During a challenge, you can leave it by clicking the Gold Cup again, or by pressing the Esc key. Be careful though – if you leave a Challenge before you've finished it, you will need to start from the beginning the next time you try it.

Each Challenge is designed to teach you how different parts of LEGO® Creator: Harry Potter™ work. Some are very simple to help you learn the easier features, some are more advanced, and require a little more thought to solve the problems.

If you are successful in your Challenge, the Helper Wizard will give you a Spell. For more information on Spells, please see page 22.

Challenges

The Challenges

Basic Challenges

Where's Scabbers?: Ron's pet rat Scabbers has wandered off and, most likely, fallen asleep! He's loose in the school and someone needs to find him before the teachers find out!

Owl Post: Can you help Hedwig find her way to deliver the post to Harry?

Fix the Painting: Someone has fooled around with the colours in one of the murals. Can you paint it back to its original state?

Spellcasting!: Can you help everyone put on a special firework display?

Spot the Ghost: A ghost has been spotted near the Forbidden Forest. This ghost is never seen in the daytime, though, only beneath the moon on clear nights. Can you investigate?

Letting In Water: The roof of one of the school towers has magically vanished and it's just started raining. Everyone's going to get very wet unless someone can put the roof back on!

Advanced Challenges

The Train Now Departing: The Hogwarts Express is due to leave Platform Nine and Three-Quarters for the school but it can't – the track has vanished! Someone needs to build a new one quickly!

Stop Malfoy!: Ron has spotted Malfoy trying to pinch Harry's Nimbus Two Thousand™ broomstick. Can you help him get it back from Malfoy?

Flying Practice: Harry loves to fly. He wants to impress Madam Hooch, so he's practising after school. He'll do much better if you help him though.

First Years: Before the start of each school year, letters are sent out inviting students to enrol at Hogwarts. But first we need to find some prospective students!

Finding The Way: Ron and Malfoy have got lost in the many corridors of Hogwarts and they need your help to find their way out of the maze.

Keyboard Controls

Here's a summary of the keys that can be used in LEGO® Creator: Harry Potter™

Ctrl	Press and hold to raise or lower a model. Used in conjunction with the mouse
Shift	Press and hold to make a brick climb over another brick. Used in conjunction with the mouse. When controlling a mini figure, Shift will make it jump
Home	When controlling a mini figure, press to toggle between first-person and third-person viewpoints
Arrow keys	When controlling a mini figure, press to move forwards, backwards, left and right
+	When controlling a flying mini figure, press to fly up
-	When controlling a flying mini figure, press to fly down
5 on number pad	When controlling a mini figure, press to make it jump (alternative: Shift)
End	When controlling a mini figure, press to bring a Spell Target on screen
Space	When controlling a mini figure, press to use the object the mini figure is holding.
Esc	Press during a Challenge to quit
F12	Open Options Screen

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If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- Speed and Manufacturer of your Processor.
- Make & Model of your Sound Card and Video Card.
- Make & Model of your CD-ROM or DVD Drive
- Amount of RAM present.
- Any additional Hardware and Peripherals.
- Any error information.

Note – If you have any problems in obtaining any System Information please consult your System supplier.

100% Satisfaction Guarantee

30 days Full Refund Guarantee.

If you are not completely satisfied with this LEGO Software product, you are entitled to return it within 30 days to LEGO Software for a prompt and full refund. Provided that the complete product is returned, i.e. undamaged, and includes all materials from the box you purchased, and provided that you present the original receipt. The above is in addition to, and does not affect, your statutory rights as a consumer.

Please contact Customer Services for details.

Epilepsy Warning

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch.

Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10–15 minutes per hour while playing video games.

constructive.



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